

CANYON CLIMBER

For the Atari 400/800 (16K)

by Tim Ferris

CANYON CLIMBER is a one player game. You will need split second timing and luck as you scale the walls and meet the dangers of the Grand Canyon.

TO START

Diskette

Make sure that the power is off to your computer. Turn on the power to your T.V. and disk drive 1. Wait for the red "drive busy" light to turn off. Insert the diskette and close the disk drive door. Now turn on the computer. The program will load and run automatically.

Cassette

Insert the cassette into your tape player and press play. Hold down the START key and turn on your computer. When you hear the "buzzer," press RETURN. The tape will load and run automatically. Connect a joystick to controller jack #1. Press the red button to begin.

Object

The object of **CANYON CLIMBER** is to climb up three levels of the Grand Canyon and reach the top. To score points you must set explosive charges, push a plunger to blow them up, avoid arrows, leap over charging sheep, jump over gorges and avoid birds dropping bricks. You get three chances to reach the top.

Scoring

Big Horn Sheep	200
Place a Charge	200
Jump a Gorge	200
Jump an Arrow	200
Block an Arrow	500
Complete a Level	3000

Game Control

Use your joystick to climb ladders and move your man up the canyon. Press the red button to jump over sheep, arrows and gorges. Press the button again to start a new game.

Special Features

Press the ESC key to pause and any other key to continue. Press SYSTEM RESET to reset the game.

Strategy

Time is important in all levels. Your aggressors speed up as time passes. Your man will tire after several jumps and won't jump as far. After several passes through the canyon, the man will grow even more tired and, the aggressors become more aggressive.

Level 1 - Lay your explosives at each end of a bridge by running over it. Jump over all sheep. When you go to press the plunger, hide on the ladder below to avoid sheep entering from the right side of the screen.

Level 2 - Time your jumps carefully to avoid arrows. If one hits your foot it won't hurt you. Arrows will change speed and throw off your timing. Use shields to block arrows for extra points. Press the red button when you are under a shield to grab it. Shields only last between 3 and 12 seconds. When an arrow approaches, press the jump button, just in case your shield disappears. You can not climb a ladder or jump with a shield.

Level 3 - Keep moving! One bird has an excellent aim. Don't wait on ladders or you could be knocked off. Watch your feet as you jump so you don't fall off an edge. Birds drop bricks in a pattern. Watch so you know when to jump and when to climb. By the way, you can't go back down!

Copyright 1982 DATASOFT INC."
Cover Artwork Copyright 1982 by Scott Ross

LIMITED WARRANTY

This software product and the attached instructional materials are sold "AS IS," without warranty as to their performance. The entire risk as to the quality and performance of the computer software program is assumed by the user. The user, and not the manufacturer, distributor or retailer assumes the entire cost of all necessary service or repair to the computer software program.

However, to the original purchaser only, DATASOFT warrants that the medium on which the program is recorded will be free from defects in materials and faulty workmanship under normal use and service for a period of ninety (90) days from the date of purchase. If during this period a defect in the medium should occur, the medium may be returned to DATASOFT or to an authorized DATASOFT dealer, and DATASOFT will replace or repair the medium at DATASOFT'S option without charge to you. Your sole and exclusive remedy in the event of a defect is expressly limited to replacement or repair of the medium as provided above. To provide proof that you are the original purchaser, please complete and mail the enclosed Owner Warranty Card to DATASOFT.

If failure of the medium, in the judgment of DATASOFT, resulted from accident, abuse or misapplication of the medium, then DATASOFT shall have no responsibility to replace or repair the medium under the terms of this warranty.

The above warranties for goods are in lieu of all other express warranties and no implied warranties or merchantability and fitness for a particular purpose or any other warranty obligation on the part of DATASOFT shall last longer than ninety (90) days. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you. In no event shall DATASOFT or anyone else who has been involved in the creation and production of this computer software program be liable for indirect, special, or consequential damages, such as, but not limited to, loss of anticipated profits or benefits resulting from the use of this program, or arising out of any breach of this warranty. Some states do not allow the exclusion or limitation of incidental or consequential damages so the above limitation may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

The user of this product shall be entitled to use the product for his/her own use, but shall not be entitled to sell or transfer reproductions of the product or instructional materials to other parties in any way.